

Design & Technology Policy

Design & Technology takes the National Curriculum document as its basis. It is part of the Early Years Curriculum strand of Expressive Arts and Design. We believe that all pupils should have equality of access to a broad, balanced and relevant curriculum.

In the EYFS (Early Years Foundation Stage) it is integrated into the curriculum daily usually through building or craft activities and from 'Year One' upwards, teachers planning and assessment for this subject is taught via their topic work. It is based on the National Curriculum document.

Throughout the school, children participate in activities planned with continuity and progression. Assessment of Design & Technology is both formal and informal depending on the activity. Deeper knowledge and understanding will be achieved through a mastery approach, differentiating learning tasks building upon the skills of the pupils.

Design & Technology activity is concerned with technical knowledge and understanding, designing, making and evaluating. As Design & Technology is a mainly practical subject, the safety of children is always considered. Safety aspects are indicated within each unit of work. Cross curricular links include measurement (Mathematics), discussion (English), the use of electrical circuits (Science), the use of I.T. to record results and the visual and tactile properties of materials (Art & Science).

Aims:

EYFS:

- Children sing songs, make music and dance, and experiment with ways of changing them. They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories

The National Curriculum for Design and Technology aims to ensure that all pupils:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- Build and apply a repertoire of knowledge, understanding and skills in order to design and make high quality prototypes and products for a wide range of users.
- Critique, evaluate and test their ideas and products and the work of others.
- Understand and apply the principles of nutrition and learn how to cook.